<WHAT IS CLAIMED IS:>

1. A communication device which can be wirelessly connected with a plurality of slaves, wherein identification information of a slave which does not satisfy a predetermined condition is registered, and for wireless connection, the communication device dose not establish the connection with the slave having the registered identification information.

2. A game machine which can be wirelessly connected with a plurality of game machine controllers, comprising:

a first receiving section which receives identification information of terminal equipment in the periphery;

a control section which registers terminal equipment which does not satisfy a predetermined condition for the game machine in a storage section; and

a call section which calls a controller other than the terminal equipment having the identification information registered in the storage section.

3. A game machine which can be wirelessly connected with a plurality of game machine controllers, comprising:

a first receiving section which receives identification information of terminal equipment;

a control section which registers terminal equipment which does not satisfy a predetermined condition for the game machine in a storage section; and

a connection setting section which establishes connection

with a controller other than the terminal equipment having the

identification information registered in the storage section.

4. The game machine according to claim 2, wherein

the control section registers the identification

5 information of the terminal equipment as a list of terminal

equipment not to be connected.

5. The game machine according to claim 3, wherein

the control section registers the identification

information of the terminal equipment as a list of terminal

.10 equipment not to be connected.

6. The game machine according to claim 2, further

comprising a second receiving section which receives a

register deletion instruction of the terminal equipment

registered in the storage section,

15   wherein the control section deletes corresponding

identification information from the storage section based on

the register deletion instruction.

7. The game machine according to claim 3, further

comprising a second receiving section which receives a

20 register deletion instruction of the terminal equipment

registered in the storage section,

wherein the control section deletes corresponding

identification information from the storage section based on

the register deletion instruction.

25   8. A communication device, which registers identification

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information of a slave in wireless connection with the slave
and calls the slave by using the registered identification
information of the slave without making any queries for
connection.

5   9. A game machine which can be wirelessly connected with
a plurality of game machine controllers, comprising:
        a first receiving section which receives identification
information of a controller;
        a control section which registers the received
10   identification information in a storage section; and
        a call section which calls the controller based on the
identification information.

        10. The game machine according to claim 9, further
comprising a query section which makes a connection query to
15   the periphery of the game machine before the establishment of
connection,
        wherein, when the first receiving section receives the
identification information transmitted by the controller in
the periphery in response to the connection query so that the
20   control section registers the identification information in
the storage section, the query section does not make any
connection queries for next connection establishment.

        11. The game machine according to claim 9, further
comprising a query section which makes a connection query to
25   the periphery of the game machine before the establishment of

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connection,

wherein, when the first receiving section receives the identification information transmitted by the controller in the periphery in response to the connection query so that the

5   control section registers the identification information in the storage section, the query section makes a connection query for a predetermined period of time and interrupts the connection query, when the predetermined period of time elapses, for next connection establishment.

10   12. The game machine according to claim 9, further comprising a second receiving section which receives a register deletion instruction of the controller,

wherein the control section deletes corresponding identification information from the storage section based on

15   the register deletion instruction.

13. The game machine according to claim 9, wherein identification information of a controller is registered in the storage section in advance in a case where the game machine and the controller are sold as a set.

20   14. A communication method comprising: registering identification information of a slave in wireless connection with the slave; and calling the slave by using the registered identification information of the slave without making any queries for connection.

25   15. A program for making a computer serving as a master

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to execute, in wireless connection with a slave:

a function which makes the computer register identification information of the slave; and

a function which makes the computer call the slave by

5   using the registered identification information once the identification information of the slave is registered without making any queries for connection.

16. A recording medium readable by a computer, which records a program for making a computer serving as a master to

10   execute in wireless connection with a slave:

a function which makes the computer register identification information of the slave; and

a function which makes the computer call the slave by using the registered identification information once the

15   identification information of the slave is registered without making any queries for connection.